

Semper 6 Command Reference

ask

`<variable name(s)>`

`'<text string>' <variable name(s)>`

ask uses a special syntax. The text in the text string is typed out, as a prompt; at the terminal and the variable name(s) specify the values to be asked for at the terminal.

Use **ask** in macros or programs to accept values from the terminal. You can also specify a prompt string.

Examples

```
ask radius
```

This command asks for the value of the variable *radius* at the terminal.

```
ask 'Centre, radius: ' x, y, radius
```

This command prompts at the terminal for the values of *x*, *y* and *radius*, prompting with the text string 'Centre, radius: '.

```
ask 'Defocus for picture ', n defocus
```

This command prompts for the defocus value for picture *n* and places the typed value in the variable called *defocus*.

```
n=yes; ask 'Remove background? (return/no) ' n; if n=yes remove...
```

This command prompts at the terminal for an answer to the question 'Remove background?' and then directs program flow accordingly.

Description

You can specify a prompt with **ask** and mix expression values with the text, as in the third command example. Use a space (not a comma) to mark the end of the prompt. If you do not specify a prompt, as in the first command example, Semper uses the variable name(s) as a prompt.

If you are asked for more than one variable, as in the second example, enter the appropriate number of values separated by commas. If you omit some or all of the values, the corresponding variables are unchanged. The last example shows how you can use this feature to supply default values.

Notes

see also:

type